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SILENT HILL 4 THE ROOM™



KONAMI

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GETTING STARTED

INSTALLATION

In order to play SILENT HILL 4 THE ROOM™, you must first install the program on your computer's hard disk drive. The SILENT HILL 4 DVD contains a Start-Up screen that automatically guides you through the installation process.

1. Insert the DVD into your computer's DVD-ROM drive.
2. Once the Start-Up screen appears, click "Install Silent Hill 4".
3. Follow the on-screen installation instructions.

IF THE START-UP SCREEN DOES NOT APPEAR:

1. Double-click on the MY COMPUTER icon on your computer's desktop. On computers running Windows XP, the MY COMPUTER icon can also be found on the START Menu.
2. Double-click on the DVD-ROM drive showing the SILENT HILL 4 icon.
3. Double-click on Autorun.exe.

Once you have successfully installed the game, you're ready to play!

NOTE:

Please note that due to the large size of some of the install files, the progress indicator may pause for a long period of time toward the end of the install process. Please wait until the program finishes installation, which may take up to 20 minutes.

Do not reset or turn off your computer.

GAME CONTROLS

Basic Controls

Function	Keyboard	Mouse
Move Forward	w	
Move Backward	s	
Turn Left	a	
Turn Right	d	
Move Left	q	
Move Right	e	
Use/Equip Item	Right Ctrl	Wheel Click
Up	↑	
Down	↓	
Left	←	Wheel Down
Right	→	Wheel Up
Enter	Enter	Left Click
Cancel	Esc	Right Click
Skip Demo	Esc	Right Click
Pause	Esc	
Action/Investigate	Space	Left Click
Ready Mode	b	Hold Right Mouse Button
Evade	Left Shift (Ready Mode)	
Rear Camera	Tab	
Run	Left Shift	
Scrap Book	u	
Map	m	
Item Info	t	
Camera Left	j	Move Left
Camera Right	l	Move Right
Camera Up	i	Move Up
Camera Down	k	Move Down

PROLOGUE

It was two years ago that Henry Townshend moved into Room 302 of South Ashfield Heights, an apartment building in the medium-sized city of Ashfield. Henry was happy and enjoying his new life.

But five days ago, something strange began to happen. A recurring dream began to haunt him. And there was one other thing...



CHARACTERS



HENRY TOWNSHEND

Henry is a calm, young man who never lets his feelings show.

By the time the story begins, he has been locked in his room for five straight days. Suddenly, a large hole appears in his bathroom wall with no reason or warning, and he is dragged into the depths of terror.



EILEEN GALVIN

Eileen is Henry's next-door neighbor, the young resident of Room 303. She has a kind personality, although she has the tendency to depend too heavily on others at times. The relationship between Eileen and Henry is nothing more than simple recognition of one another, but they are both dragged into a strange set of events that will change everything.

GAMEPLAY

New Game

To begin a new game, select "New Game" from the title screen. Next, select the level of difficulty.

EasyRecommended
for beginners of action games.

NormalRecommended for the average player.

HardRecommended for the experienced
action gamer.

Regardless of which level is selected, all endings and scenarios are identical. (In the Hard difficulty level, some puzzles are more difficult to solve.)

Game Over

The game ends when Henry dies.

Continue

When the game is over, you return to the title screen. At this point, you have the option to continue. If Continue is selected, you will restart at the last continue point. The level of difficulty may also decrease slightly depending on the situation.

SILENT HILL 4 THE ROOM

New Game
Continue
Load
Options
Exit

BASIC OPERATION

Examine

When exploring an area using the first-person view, an eye icon pops up if there is something worthy of investigation. Press the Left Mouse button to take a closer look at the object/area.



Item Icons

When the Right Ctrl button is pressed, an item icon appears at the bottom of the screen. To use or equip any of the items listed, use the left and right directional buttons to select the desired item(s), and press the Right Ctrl button.

Items can be kept in the item box located in the living room. There is a limit on the number of items that can be held at once, so carry only what you need.



BASIC OPERATION CONT.

Battle/Fighting

You must have a weapon equipped in order to do battle. As long as a weapon is equipped, hold the Right Mouse button to ready it. In order to attack the enemy, press the Left Mouse button. For hand-to-hand combat weapons, hold down the Left Mouse button for an extended period to increase the power gauge and make the blows more powerful. Press the Left Shift button while in the ready position to jump back. Combine this with the directional keys to jump right or left.



BASIC OPERATION CONT.

Map / Scrapbook

Switch back and forth between the Map and the Scrapbook by pressing the M button and the U button. Rooms that have already been explored, as well as doors that have not yet been opened, are marked in red on the map.



The Scrapbook contains notes and assorted bits of information in a file, viewable at any time.

Reset

Press the ESC button and choose **Quit to Title** to exit the game.

ITEMS AND WEAPONS



STEEL PIPE

Solid steel pipe, about 1 meter in length and easy to use.



REVOLVER

Easy to use, but somewhat lacking in power.



HOLY CANDLE

Special candle with the power of exorcism. The effects last for a while after lighting.



SAINT MEDALLION

May be used while another weapon is equipped. The Medallion repels ghosts, but will eventually break.



FIRST-AID KIT

Heals wounds, restoring some of Henry's life.

SAVE/LOAD

Save

In order to save game data, Henry must go to the living room where his diary is kept. Doing so displays the save screen.

Load



In order to load a previously saved game, select the Load option on the title screen and follow the on-screen directions.



OPTIONS

To access the Options, select Options on the title screen. Various settings can be changed in the Options menu, including:

OPTION 1 (VIDEO & SOUND)

RESOLUTION

Adjusts the screen resolution.

BRIGHTNESS

Adjusts the brightness of the screen.

GAMMA

Adjusts the gamma of the screen.

BGM VOLUME

Adjusts the BGM volume.

SE VOLUME

Adjusts the sound effects volume.

SOUND

Changes the audio output format.

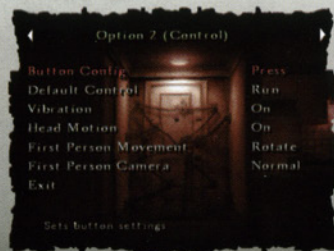
OPTION 2 (CONTROL)

BUTTON CONFIG

Change the button configuration.

DEFAULT CONTROL

Sets the default movement for running/walking.



VIBRATION

Turns vibration ON/OFF.

HEAD MOTION

Turns the head motion ON/OFF.

FIRST PERSON MOVEMENT

Switches between strafing and turning.

FIRST PERSON CAMERA

Reverses Up/Down camera movement.

OPTION 3 (OTHERS)

LANGUAGE

Selects the language.

SUBTITLES

Turn the subtitles ON/OFF.

NOISE EFFECT

Turn the noise effect ON/OFF.

BLOOD COLOR

Changes the blood color.

HIDE GAUGE

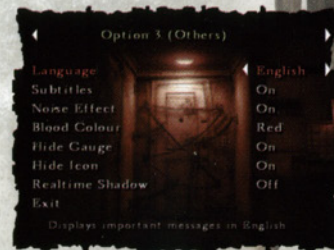
Hide or show the life gauge on screen.

HIDE ICON

Hide or show the item icons on screen.

REALTIME SHADOWS

Turns the character shadows ON/OFF.



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NOTES



NOTES

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